

Claims 20 and 27 have been amended and new claims 68 and 69 have been added. Separate sheets are attached showing the amendments to the claims in underline/bracket format. Claims 20 and 27 have been amended to claim the wireless transmission of vibration signals to a wireless game controller. None of the cited prior art, taken singly or in any combination disclose or suggest this feature of applicant's invention. Entry of this amendment is respectfully requested.

It is believed that no additional fees or charges are currently due. However, in the event that any additional fees or charges are required at this time in connection with the application, they may be charged to applicant's representatives Deposit Account No. 50-1433.

Respectfully submitted,
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Dated: April 3, 2001

WIRELESS GAME CONTROL UNITS

CROSS REFERENCE TO RELATED APPLICATIONS

This application is a Continuation-in-Part of U.S. Patent Application Serial No 09/023,813 filed February 13, 1998, abandoned

FIELD OF THE INVENTION

The present application generally relates to electronic device controllers. More particularly, the present application relates to wireless electronic device control units that include an auto activate function.

BACKGROUND

Home video game systems generally have a game console coupled to a television monitor and one or more game controllers connected to the console which permit user interaction with a game being played. Most video game systems are sold with game controllers that are connected to the console through a hard-wire link. More recently, wireless game controller accessories have been developed which provide players with more freedom of movement. Such wireless controller accessories replicate the basic control features found on conventional hard-wired controllers but use infrared or other electromagnetic radiation to send signals to the console.

To operate the video game system, a user (or player) inserts a game program which may be stored in a game cartridge or on a compact disc into the console and typically depresses a start switch to begin play of the particular game programmed into the cartridge or on the compact disc. As a game is played, a player or players control various visual aspects of the game using either the hard-wired or wireless controllers. For example, certain video games allow players to maneuver persons or aliens over various types of terrain, through tunnels, under water and over other various obstacles in order to score points. Some of these video games allow players to fly planes, helicopters, tanks and the like to attack various installations

Claim Amendments

--20. (Three times amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless controller unit comprising:

a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, [including an auto activate start signal,] wireless receiver circuitry for receiving controller information, and a vibrating member; and

a console interface connected to the game console via at least one of the game controller ports and having wireless receiver circuitry for receiving the game information [, including the auto activate start signal,] from the game controller [and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal], said console interface including wireless transmitter circuitry for wirelessly transmitting controller information to the game controller, said controller information including control signals for activating said vibrating member.--

--27. (Three Times amended) A wireless control unit for converting a video game system having a game console with game controller ports and being adapted to

operate with wired game controllers connected to the game controller ports into a system operable with wireless controllers, the wireless control unit comprising:

a game controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information [including an auto activate start signal], wireless receiver circuitry for receiving controller information, and a connection port for receiving a vibrating member; and

a console interface having wireless receiver circuitry for receiving the game information [, including the auto activate start signal], from said game controller [and for modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, wherein at least one object in a game being played with the video game system is continuously activated in response to the received activate signal], said console interface including wireless transmitter circuitry for transmitting controller information including control signals for activating said vibrating member to said game controller.--

--68. (New) The wireless control unit according to claim 20, wherein said game information includes an auto activate start signal, said console interface detecting said auto activate signal and modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal.-

--69. (New) The wireless control unit according to claim 27, wherein said game information includes an auto activate start signal, said console interface detecting said auto activate signal and modifying the game information so that an activate signal is continuously sent from the console interface to the game console via at least one of the game controller ports, such that at least one object in a game being played with the video game system is continuously activated in response to the received activate signal.-